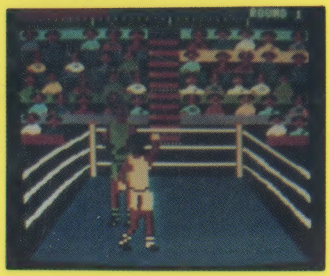
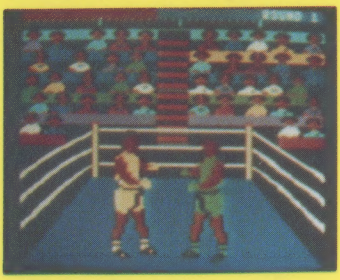
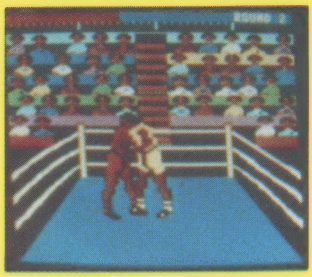
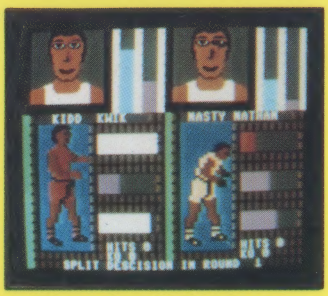
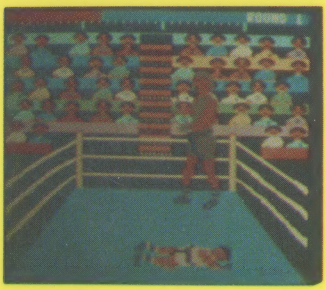
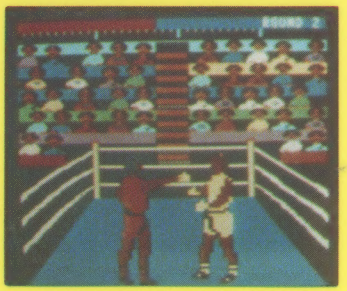
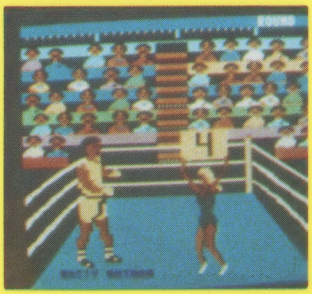
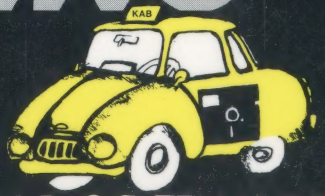
NEUTRAL CORNERS

3-D BOXING

- 1 or 2 Player Game
- With Invisible Mode
- 3 Levels of Play
- Joystick Required
- C-64/128: Disk Drive



KAB SOFTWARE

NEUTRAL CORNERS

3-D BOXING

BY KAB SOFTWARE

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LOADING:

STEP A: Turn on your computer and type in -
LOAD "*",8 (RETURN KEY)

STEP B: When READY appears, type in RUN (RETURN KEY)

STEP C: The program is now loading in vital information. The last message you will get will be a random number from 500-860. You must then look up the number in this manual, and when you have found it, the number immediately to the right is the code number. When the busy light goes out on your drive, a bell will sound. This is when you must type in the 5 digit code number. (If you make an error while typing in the code number, hitting the CLR HOME key will allow you to start over.)

STEP D: At this point, you will need to use the 4 colored squares on the back of this booklet. You must place the booklet along side of your function keys as shown on the screen. At this point, a colored square will show up at the bottom of your screen. You must then hit the corresponding function key depending on the color of the square. (Example: If a yellow square appears on the screen, you must hit the function key that lines up with the yellow square on the back of this booklet.)

NOTE: For added speed, this program was compiled with the program "BLITZ" sold by Skyles Electric Works, 231 E. South Whisman Rd., Mountain View, CA 94041.

INSTRUCTIONS:

BEGINNING PLAY:

1. Plug joystick into port #1.
2. Pulling down or pushing up on the joystick will take you through the game options which are:
   1 Player Against the Computer (sparring),
   2 Players (head to head),
   Invisible Mode (men show up when punches are thrown or they are hit by a punch), and
   Demonstration Mode.
3. After choosing the mode, you must choose the number of rounds per bout and if you want to play with 2 or 3 minute rounds. For all decisions, moving the joystick takes you through your choices and pressing the fire button records the choice.
4. You will then have to choose the boxer that you would like to be. This is done by scanning through the boxers with the joystick. The boxers' statistics can be found in the remaining pages of this booklet.
5. For the fairest contest, the same boxers can be chosen to fight against each other.
6. After choosing the boxer, you must choose the color of his uniform. The boxers must have different colored outfits.
7. When both boxers are chosen, the game will start.

SCREENS:

The game centers around 2 different screens. One being the boxing ring where the action takes place. The second screen is used for the bar graphs which show the levels of the 5 energy factors. These energy levels are continuously adjusted according to the fight action in that round.

SCORING:

The winner of the round is simply the boxer who scores the most points. Points are received when a boxer connects with a punch on the opposing boxer. 5 points are earned when the opposing boxer is knocked down. Adjustments: 3 adjustments can be made to the program during play. The hair color and the border color can be changed when the graphing system is on the screen. To do this, hit the C key when the graphs are being displayed and follow the instructions on the screen. The third adjustment can be used to turn off the background graphics while boxing. This can be done in between rounds when the girl is walking across carrying the sign for the number of the round. If you would like to turn off the background, press the C key when she is walking and follow the instructions.

HINTS ON PLAY:

The first thing you will notice when playing the game is the capability to move anywhere in the ring and around the other boxer. As you do this, your boxer may change the angle at which he faces the other fighter. Simply moving the joystick in all directions including diagonals will move your boxer around the ring. To punch and duck, you must hold down the fire button and move the joystick at the same time.

THE JAB: (pressing the fire button)

The jab is the quickest of all the punches. When a connection is made, both the opposing boxer's head energy and blood factor are decreased according to the power of the punch, the opposing boxer's ability to take a punch, and whether he is a bleeder or not.

THE RIGHT & LEFT HOOK: (fire button & left or right)

The most powerful punch which deducts more arm energy when thrown, but when a connection is made the opposing boxer's energy levels go down considerably more than when hit by a jab. Because of this, it takes longer for the boxer to throw a hook. Alternating between left and right hooks speeds up the punching as compared to continually throwing a right hook.

THE BODY BLOW: (fire button and pulling down)

This is also a quick punch which deducts arm and leg energy from the opposing boxer. But when the other boxer is ducking and this punch is thrown, the punch is as powerful as a hook because the other fighter is leaning into the punch.

DUCKING: (fire button and up on the joystick)

When you are in the ducking position, the only punch that you are vulnerable to is the body blow. A good strategy may be to duck and then come out punching with the jab.

NOTE: An original feature of this program is the graphing system used in between rounds. Keeping track of your energy levels is very important in the later rounds. For instance, if your leg energy (endurance) is low it may be a good idea to duck under punches instead of running around the ring. All levels except the blood level will increase in between rounds while the boxer is resting. Because of this, pay close attention to your blood level and the bruises on your boxer's eyes. If the eye gets bad enough, a doctor will have to call the fight.

LUCKY LOUIE

500 -- 47444
501 -- 47539
502 -- 47634
503 -- 47728
504 -- 47823
505 -- 47918
506 -- 48013
507 -- 48108
508 -- 48202
509 -- 48297
510 -- 48392
511 -- 48487
512 -- 48581
513 -- 48676
514 -- 48771
515 -- 48866
516 -- 48961
517 -- 49055
518 -- 49150
519 -- 49245
520 -- 49340
521 -- 49434
522 -- 49529
523 -- 49624
524 -- 49719
525 -- 49814
526 -- 49908
527 -- 50003
528 -- 50098
529 -- 50193
530 -- 50287
531 -- 50382
532 -- 50477
533 -- 50572
534 -- 50667
535 -- 50761
536 -- 50856
537 -- 50951
538 -- 51046
539 -- 51140
540 -- 51235
CODE NUMBERS

STATS FOR BOXER # 1

LEG SPEED	G	■■■■■
ARM FATIGUE	G	■■■■■
STRENGTH	P	□
ENDURANCE	G	■■■■■
BLOOD LEVEL	G	■■■■■
TAKE PUNCH	P	□

FEARLESS FRED

540 --	51235
541 --	51330
542 --	51425
543 --	51520
544 --	51614
545 --	51709
546 --	51804
547 --	51899
548 --	51993
549 --	52088
550 --	47956
551 --	48044
552 --	48131
553 --	48218
554 --	48305
555 --	48392
556 --	48479
557 --	48566
558 --	48653
559 --	48740
560 --	48827
561 --	48914
562 --	49002
563 --	49089
564 --	49176
565 --	49263
566 --	49350
567 --	49437
568 --	49524
569 --	49611
570 --	49698
571 --	49785
572 --	49872
573 --	49960
574 --	50047
575 --	50134
576 --	50221
577 --	50308
578 --	50395
579 --	50482
580 --	50569

CODE NUMBERS

STATS FOR BOXER # 2

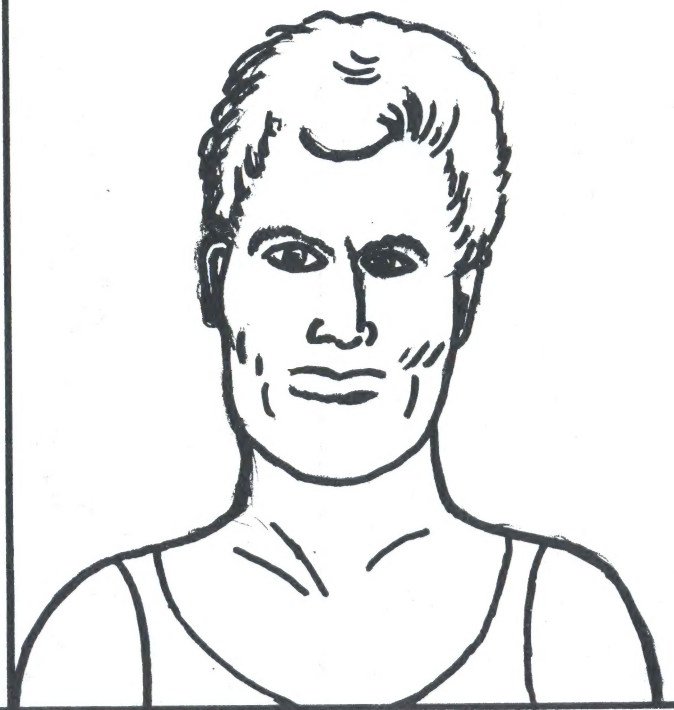
LEG SPEED	G	
ARM FATIGUE	G	
STRENGTH	P	
ENDURANCE	G	
BLOOD LEVEL	A	
TAKE PUNCH	A	

KIDD KWIK

580 -- 50569
581 -- 50656
582 -- 50743
583 -- 50831
584 -- 50918
585 -- 51005
586 -- 51092
587 -- 51179
588 -- 51266
589 -- 51353
590 -- 51440
591 -- 51527
592 -- 51614
593 -- 51701
594 -- 51789
595 -- 51876
596 -- 51963
597 -- 52050
598 -- 52137
599 -- 52224
600 -- 48940
601 -- 49021
602 -- 49103
603 -- 49184
604 -- 49266
605 -- 49347
606 -- 49429
607 -- 49510
608 -- 49592
609 -- 49673
610 -- 49754
611 -- 49836
612 -- 49917
613 -- 49999
614 -- 50080
615 -- 50162
616 -- 50243
617 -- 50325
618 -- 50406
619 -- 50488
620 -- 50569
CODE NUMBERS

STATS FOR BOXER # 3

LEG SPEED	G	■■■■■
ARM FATIGUE	G	■■■■
STRENGTH	P	□
ENDURANCE	G	■■■■■
BLOOD LEVEL	P	□
TAKE PUNCH	G	■■■■■



NASTY NATHAN

620 -- 50569
621 -- 50651
622 -- 50732
623 -- 50814
624 -- 50895
625 -- 50977
626 -- 51058
627 -- 51140
628 -- 51221
629 -- 51303
630 -- 51384
631 -- 51465
632 -- 51547
633 -- 51628
634 -- 51710
635 -- 51791
636 -- 51873
637 -- 51954
638 -- 52036
639 -- 52117
640 -- 52199
641 -- 52280
642 -- 52362
643 -- 52443
644 -- 52525
645 -- 52606
646 -- 52688
647 -- 52769
648 -- 52851
649 -- 52932
650 -- 53013
651 -- 53095
652 -- 53176
653 -- 53258
654 -- 53339
655 -- 53421
656 -- 53502
657 -- 53584
658 -- 53665
659 -- 53747
660 -- 53828

CODE NUMBERS

STATS FOR BOXER # 4

LEG SPEED A
ARM FATIGUE A
STRENGTH A
ENDURANCE A
BLOOD LEVEL G
TAKE PUNCH P

VICIOUS VERN

660 -- 53828
661 -- 53910
662 -- 53991
663 -- 54073
664 -- 54154
665 -- 54236
666 -- 54317
667 -- 54399
668 -- 54480
669 -- 54561
670 -- 54643
671 -- 54724
672 -- 54806
673 -- 54887
674 -- 54969
675 -- 55050
676 -- 55132
677 -- 55213
678 -- 55295
679 -- 55376
680 -- 55458
681 -- 55539
682 -- 55621
683 -- 55702
684 -- 55784
685 -- 55865
686 -- 55947
687 -- 56028
688 -- 56109
689 -- 56191
690 -- 56272
691 -- 56354
692 -- 56435
693 -- 56517
694 -- 56598
695 -- 56680
696 -- 56761
697 -- 56843
698 -- 56924
699 -- 57006
700 -- 57087

CODE NUMBERS

STATS FOR BOXER # 5

LEG SPEED A
ARM FATIGUE A
STRENGTH A
ENDURANCE A
BLOOD LEVEL A
TAKE PUNCH A

KILLER KAL

700 --	57087
701 --	57169
702 --	57250
703 --	57332
704 --	57413
705 --	57495
706 --	57576
707 --	57658
708 --	57739
709 --	57820
710 --	57902
711 --	57983
712 --	58065
713 --	58146
714 --	58228
715 --	58309
716 --	58391
717 --	58472
718 --	58554
719 --	58635
720 --	58717
721 --	58798
722 --	58880
723 --	58961
724 --	59043
725 --	59124
726 --	59206
727 --	59287
728 --	59368
729 --	59450
730 --	59531
731 --	59613
732 --	59694
733 --	59776
734 --	59857
735 --	59939
736 --	60020
737 --	60102
738 --	60183
739 --	60265
740 --	60346

CODE NUMBERS

STATS FOR BOXER # 6

LEG SPEED	A	
ARM FATIGUE	A	
STRENGTH	A	
ENDURANCE	A	
BLOOD LEVEL	P	
TAKE PUNCH	G	

LIGHTSOUT LEN

740 -- 60346
741 -- 60428
742 -- 60509
743 -- 60591
744 -- 60672
745 -- 60754
746 -- 60835
747 -- 60916
748 -- 60998
749 -- 61079
750 -- 61161
751 -- 57163
752 -- 57239
753 -- 57315
754 -- 57391
755 -- 57467
756 -- 57543
757 -- 57619
758 -- 57696
759 -- 57772
760 -- 57848
761 -- 57924
762 -- 58000
763 -- 58076
764 -- 58152
765 -- 58228
766 -- 58304
767 -- 58380
768 -- 58456
769 -- 58532
770 -- 58608
771 -- 58684
772 -- 58760
773 -- 58836
774 -- 58912
775 -- 58988
776 -- 59064
777 -- 59140
778 -- 59216
779 -- 59292
780 -- 59368

CODE NUMBERS

STATS FOR BOXER # 7

LEG SPEED	P	
ARM FATIGUE	P	
STRENGTH	G	
ENDURANCE	P	
BLOOD LEVEL	G	
TAKE PUNCH	P	

HARD NOSE

780 -- 59368
781 -- 59445
782 -- 59521
783 -- 59597
784 -- 59673
785 -- 59749
786 -- 59825
787 -- 59901
788 -- 59977
789 -- 60053
790 -- 60129
791 -- 60205
792 -- 60281
793 -- 60357
794 -- 60433
795 -- 60509
796 -- 60585
797 -- 60661
798 -- 60737
799 -- 60813
800 -- 60889
801 -- 71714
802 -- 71804
803 -- 71893
804 -- 71983
805 -- 72072
806 -- 72162
807 -- 72251
808 -- 72340
809 -- 72430
810 -- 72519
811 -- 72609
812 -- 72698
813 -- 72788
814 -- 72877
815 -- 72967
816 -- 73056
817 -- 73146
818 -- 73235
819 -- 73325
820 -- 73414
CODE NUMBERS

STATS FOR BOXER # 8

LEG SPEED	P	
ARM FATIGUE	P	
STRENGTH	G	
ENDURANCE	P	
BLOOD LEVEL	A	
TAKE PUNCH	A	

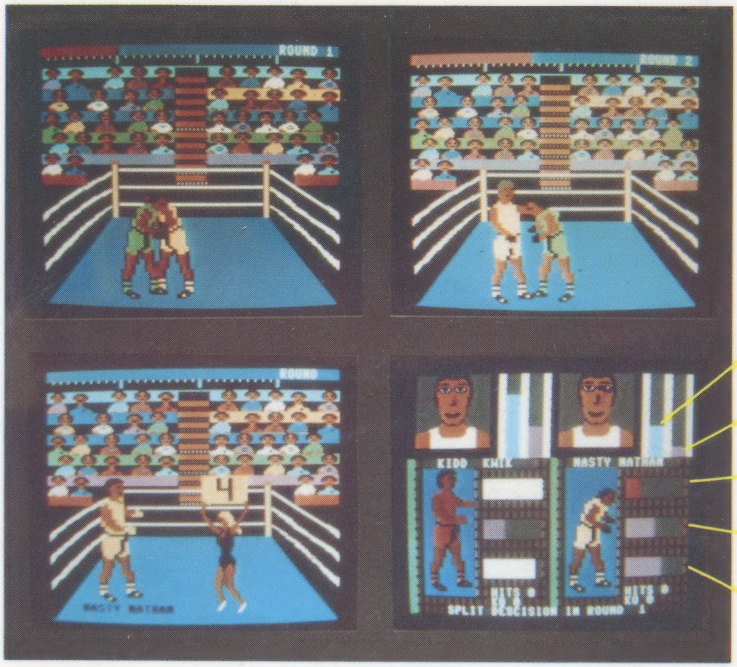
NO NECK

820 -- 73414
821 -- 73503
822 -- 73593
823 -- 73682
824 -- 73772
825 -- 73861
826 -- 73951
827 -- 74040
828 -- 74130
829 -- 74219
830 -- 74309
831 -- 74398
832 -- 74488
833 -- 74577
834 -- 74666
835 -- 74756
836 -- 74845
837 -- 74935
838 -- 75024
839 -- 75114
840 -- 75203
841 -- 75293
842 -- 75382
843 -- 75472
844 -- 75561
845 -- 75651
846 -- 75740
847 -- 75829
848 -- 75919
849 -- 76008
850 -- 76098
851 -- 73808
852 -- 73895
853 -- 73982
854 -- 74068
855 -- 74155
856 -- 74242
857 -- 74328
858 -- 74415
859 -- 74502
860 -- 74588

CODE NUMBERS

STATS FOR BOXER # 9

LEG SPEED	P	☐
ARM FATIGUE	P	☐
STRENGTH	G	■
ENDURANCE	P	☐
BLOOD LEVEL	P	☐
TAKE PUNCH	G	■



FEATURES:

- **3-D Like Graphics** which give each boxer the ability to move around the other boxer and anywhere in the ring.
- **Real-time Updating** of the following energy levels:
  - **Breath** – the average of the head, arm and leg levels.
  - **Blood Level** – Boxers are classified as heavy bleeders or non bleeders. Every punch to the head deducts from the players blood level. If the bruises get bad enough the doctor will call the fight.
  - **Head Fatigue** – Changes according to boxers ability to take a punch.
  - **Arm Fatigue** – This level decreases with every punch thrown.
  - **Leg Fatigue** – This level decreases with every step taken depending on the boxers weight.

F1

- **Choice of Boxers** with varying abilities:
  - Ability to take a punch.
  - Power of punch.
  - Speed.
  - Endurance.
  - Power loss per punch.
  - The blood factor (bleeder or non bleeder).

F3

- **Punches include:**

  Right hook, left hook, jab, body blow, duck under punch.

F5

- **Numerous** factors which can cause the knockout:
  - If enough punches are delivered in a short time period (flury).
  - The boxer can punch himself out of energy (arm weariness).
  - The boxer's legs can tire to the point of collapse.
  - If boxer has received too many blows to the head he simply passes out from dizziness.
  - If the fighters eye closes from blood & bruises (doctor calls fight).
  - If the average of the head, arm & leg levels goes too low (total fatigue).

F7

COMING SOON – WRESTLING & KARATE

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